



WELCOME

Welcome to Dungeon Designer 3. The word “dungeon” conjures up in many the image of a labyrinthine network of tunnels and rooms, populated by ferocious creatures that guard fabulous treasures, and DD3 is the tool you to need to map them.

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License Agreement

Use of this software is determined by a license agreement you can view on the CD.

Technical Support

Support is available from the registered users area of the ProFantasy website profantasy.com

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DUNGEON DESIGNER 3


Introduction

DD3 is an add-on for CC3 that lets you create underground areas and floorplans for your campaign.

- You can create room and corridors at any angle or width, which DD3 connects together for you.
- You can add plug together pre-built pieces for rapid dungeon creation.
- You can use custom drawing tools to create caves, river systems and other features.
- You can control the style and coloration of dungeon components.
- You can add symbols from a wide selection to finish your dungeons.

Using this Manual


The Essentials gives you enough to get you started, without overwhelming you with details. It combines an overview of all the features with a tutorial. We assume that you have read at least the CC3 The Essentials, too.

Items underlined in **bold text** are referring you to the side bar for definitions and additional information. Buttons, dialog box items and menu items are shown in bold text like this: **Add Room** .

Tutorial

Finished examples of the tutorials are found in the Tutorials\Dungeons folder under CC3.

Can't see the DD3 toolbar?

This is usually found on the left of the DD3 screen. If you can't see it, select **Tools**  and ensure that **Left toolbar 1** and **2** are ticked.

Getting to DD3

You can swap from CC3 or any add-on to DD3 by clicking the DD3 button on CC3's File toolbar.



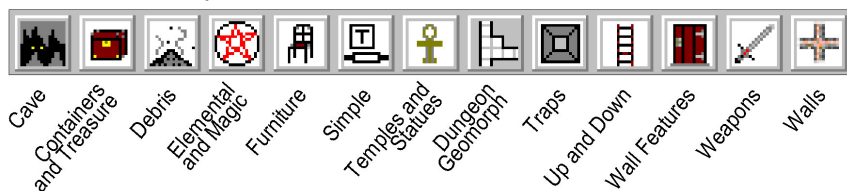
The DD3 Toolbar

The DD3 toolbar includes almost all the features you need to create your maps.

Add Room			Add Corridor
Walls			Floors
Water			Cave
Terrain			Dungeon drawing tools
Dungeon symbol settings			Toggle symbol style

Left click on a button to choose the most commonly used option, right click on a button to see a context menu of other tools. For example, right click on **Add Room** to see a menu with all room types to bypass the dialog box.

The DD3 Symbol Toolbar



The Symbol Toolbar lets you load DD3's symbols into the catalog window. Click on a button to open a symbol catalog in the current symbol style and settings, or select from catalogs which match the selection criteria.

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Dungeon Templates

The New Drawing Wizard lets you decide on the style and size of any floorplan you create. Select Decide Settings Myself.


- For highly detailed rich art and colors, choose the **DD3 Dungeon** style.
- For simple vector symbols in choose the **DD3 dungeon** style.

Add Room

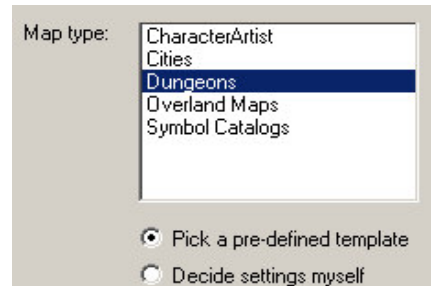
This dialog allows you to set options for the room to be drawn, including its basic shape (square, rectangle, circle, or polygon), drawing mode (foreground & background, foreground only, background only), whether to include a wall or not and properties for the wall if drawn, and the fill styles and colors to be used for the room's foreground and background.

Your First Floorplan

This exercise will show you how to start a new map and create a basic floorplan in under 10 minutes.

1. Click **New** .


You can see the New Drawing Wizard.



2. Select Dungeons and click **Pick a pre-defined Template**.

3. Choose 200' x 160' battlemat shaped.fct

This template is designed for printing on 4 x 4 sheets at miniature scale.

4. Right click **Grid**  and select grid setting **5' Grid, 2 Snap**, and the grid is enabled. The current color is black. Enable **Snap** and **Cursor Snap**.

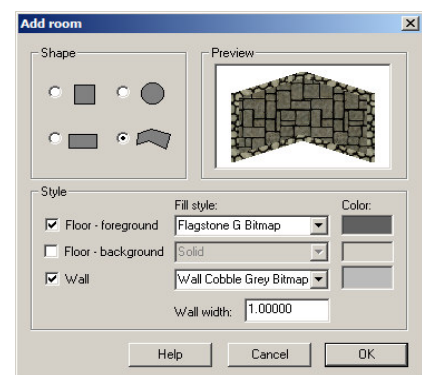
5. Click **DD3**  on the **File** toolbar to see the **DD3** and **DD3 Symbol** toolbars.

Square Room

Your blank template is ready to be filled with rooms and corridors. Click **Add Room** .

The Add Room dialog appears:

Click **OK** to use the default settings.

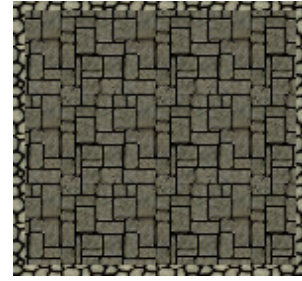


6. Click the first point for the room.


7. Because we have opted to draw a square room, **Add Room** expects placement of two corners along one side. To get a 30 feet by 30 feet room, either place the second corner point 12 snap points (one snap point being 2.5 feet in the template we are

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using) directly up, down, left, or right from the first, or use a vertical or horizontal relative coordinate (e.g., type @30,0 to place a point 30 feet along, and nothing up).



Rectangular Room

8. Right click **Add Room** . Select the rectangular room shape.
9. Add a rectangular room to the north and east of the entrance. You need to click three out of the four corners of the rectangular room.

Add Corridor

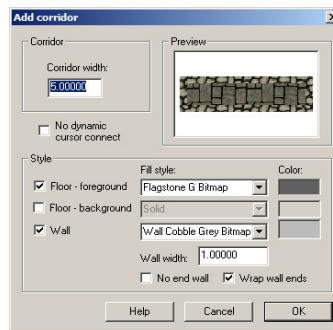
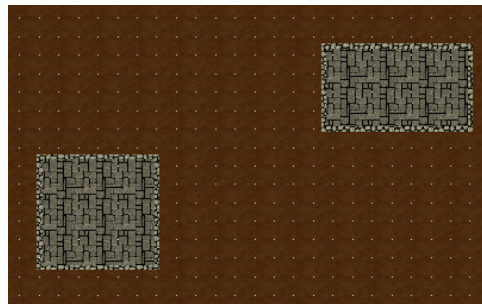
10. Click **Add Corridor** . This dialog allows you to set options for drawing corridors. For now, retain the default settings by pressing **OK**.

The prompt reads Corridor start point (B connect to wall, C connect no break):

11. Press **C**.

You see a dynamic cursor, with one end anchored to the nearest room or corridor.

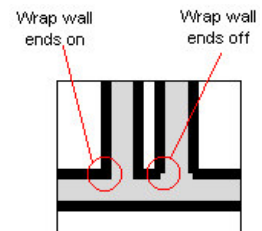
Pressing **C** tells DD3 that the next point to be placed connects to another room or corridor. When the connection is made, DD3 ensures that the walls at the connection are dealt with properly. Otherwise, the corridor section drawn will overlap the room's wall.



Drawing Corridors

Like Add Room, Add Corridor has wall properties and style settings.

In addition, you can determine if the corridor has an end wall, whether wall ends wrap and



whether you want the Corridor cursor to lock to existing rooms and corridors.

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12. Move the mouse around the drawing window.

The dynamic cursor anchor moves to the nearest room or corridor.

13. Once the dynamic cursor anchor appears at the point on the east of the square room, click to place the first corridor point.

14. Click to place a corner in the corridor, so that it is directly below the rectangular room.

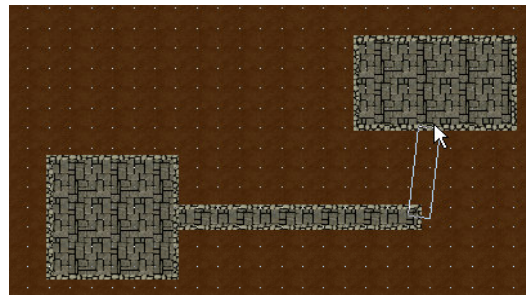
Corridor Wall Break

Pressing **B** tells DD3 that the next point to be placed connects to another room or corridor, much in the same way as pressing **C** does. This time, however, DD3 will break the wall the corridor is attached to, connecting wall sections as necessary.

If you are going to place a door at the junction between a room and a corridor, use the Connect option, and use the Door symbol to break a hole in the wall.

Wall Breaking

15. Press **B** (for **break**), and move the mouse until the cursor anchor appears at the desired location on the second room. Click to place this point, then right-click to end the command.



More rooms

Because you can connect corridors to rooms and other corridors, but not rooms to corridors, it is a good idea to draw in your dungeon's rooms first, before adding any corridors.

16. Right-click **Add Room**  to place more rooms into the dungeon.

Feel free to experiment with the different room shapes, fill styles, etc.

Variable Width Corridors

17. Click **Add Corridor** . Start from a room and click two points.

18. Holding the **CTRL** key down, move the mouse to adjust the corridor's width before placing the third point. You will notice a preview outline of the next



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corridor section, which changes as the mouse is moved to reflect a new corridor width. DD3 will automatically slope the walls of the corridor section to create a gradual change from one width to the next.

19. Holding the **SHIFT** key down,
20. After placing the third point, press **B**. Click a point on a room or corridor to complete the corridor.

Using Different Options

More corridor and room sections can be added to the dungeon to complete the complex. Take the opportunity to explore the other **Add Room** and **Add Corridor** options to finish the dungeon's basic layout.

- Change the fill style of the floor and walls, selecting different bitmap fill styles.
- For a more solid color vector look, try selecting a Background solid color with a Foreground symbol fill style.
- Change the wall width and corridor width.

Editing the Layout

It's easy to change your dungeon because the process creates standard entities, they can be edited in exactly the same way as if they were drawn manually. This is covered in more detail on page 21.

Editing Rooms and Corridors

Changing the appearance of walls and corridors is straightforward. The easiest way to select room and corridor components to edit is to select by the components layer.

For example you wish to change the wall widths to 1', all you need to do is to click **Change Line Width**, select by Layer and choose the Wall layer, then **Do it**.

Using Drawing Tools

Map Style

When you start a dungeon with a **New Drawing Wizard**, select **Dungeon** then click **Decide Settings** myself. DD3 offers you two styles of dungeons. Choose between two styles:

- **DD Pro Dungeon.** This style is vector based, with solid colors and hatch patterns.
- **DD3 Dungeon** This is for richly detailed maps with raster-based art.

DD3 has a selection of pre-configured tools to add floors, walls, terrain, caves, water, and as an alternative way of adding rooms. There are two versions of the drawing tools, which vary with the map style.

Adding Walls

Sometimes you need to add internal walls, or add wall sections to disguise secret doors

1. Open **Example04.fcw**. Click **Default Wall** .

If you left click the button, you get the default wall, which uses the current fill style and line style settings. We've conveniently set these to the current wall settings for **Add Room**.

2. Click points to form internal walls in the room. Right click to complete each wall section.

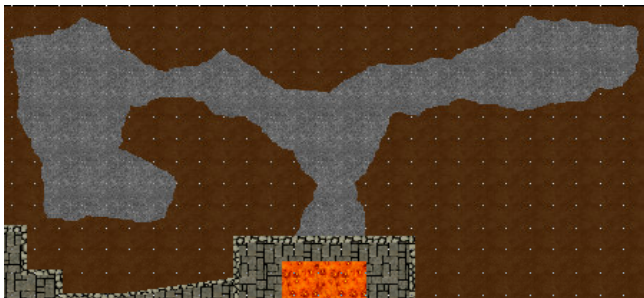
You can right click **Add Wall** to see a selection of other walls to draw with.


Adding Floors and Caves

You can add extra interest to floors by adding lava or different floor style to make them more interesting.

3. Right click **Default Floor**  and choose **Floor, Lava Straight**.

Add a rectangular lava pool to one of the floors; right click to finish.



4. Click **Default Cave** . Click points to form a cave. Right click to finish.

You can edit existing caves by starting a cave then pressing **E**. Select the edge of the cave you want to edit.

5. Right click **Default Cave** , then select any cave

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style which has a T in its name – these are semi-transparent, and you can use these to break up the monotony of any cave area.

6. Turn off Snap, then draw small sections using this fill style over the existing cave area.

Water and Other Draw Tools

7. Click **Water**.

Add a small pool to the cave area.

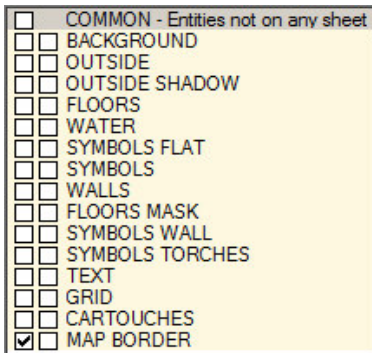
8. Right click Default Terrain. Click **Terrain, Water Blue 4, Fractal**. Add a river running under the floor of one of the rooms. It will appear on top until you redraw.

Water

The Water button adds water on top of the floor. To add water below a floor, right click the Terrain button and choose one of the Water drawing tools there.

Sheets and Drawing Order

DD3 controls the order in which your entities are drawn by adding them to specific sheets. Add Room, Add



Corridor, the draw tools, and symbols all add themselves automatically to appropriate sheets. For example, if you add a wall, it will always appear on top of a floor. You can fine tune and even override these settings.

- Floors created by Add Room, Add Corridors and Draw Tools go on the FLOORS sheet
- Walls by Add Room, Add Corridors and Draw Tools go on the WALLS sheet.
- If the current sheet start with FLOORS (e.g. FLOORS HIGH), and the current tools is a FLOORS tool, the tools will add to that sheet instead. This applies to Wall drawtools as well.

Sheets

See **CC3 Essentials** page 8 for an introduction to Sheets and Layers.

You can override the sheet settings for Drawing Tools by selecting Insert on Current Sheet when you select the tool.

Adding Symbols

DD3 includes two styles of maps symbols for fantasy floorplans. It's easy to add them to your drawings. They can cut walls and align themselves to other entities, as well as rotating and rescaling randomly if it's appropriate.

Smart Symbols

As well as aligning, they can scale themselves, break holes in other entities to accommodate themselves, etc.

To turn off smart symbols, right-click at any time you have a symbol attached to your cursor. The Symbol Parameters dialog box will appear. Click to check in the **Disable SmartSym** box, and press **More**.

Doors and Windows

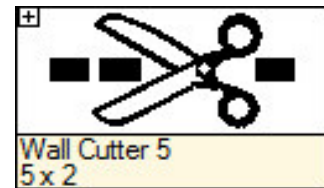
1. Open Examples05.fcw from CC3's Tutorials\Dungeons folder.

2. On the **Symbols** toolbar, click **Wall Features** .

3. Click **Snap** button to turn snap off.

Snap often interferes with smart symbol interaction. When using smart symbols, it is better to switch snap off.

4. Click **Wall Cutter 5'**. Move the cursor across a vertical wall section.



Notice how the symbol automatically aligns itself to the vertical wall as it moves across it. It does this because it is **smart** - it interacts with the drawing by aligning itself to the entities it is moved across.

Wall Cutter 5' chops a 5' hole in any wall. Door symbols cut their own holes, so you only need to use this symbols to cut wall gaps

5. Place the symbol. Now pick an open door symbol and place it between a room and corridor.

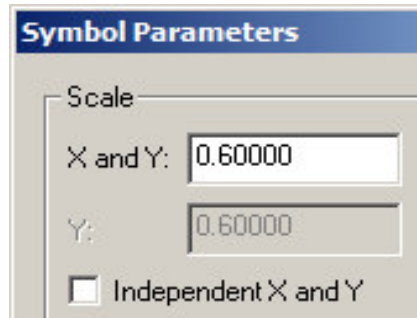
It breaks a hole in the wall.

Changing Symbol Scale

Door symbols are 5' or 10' wide, but there is an easy way to make them 3' wide.


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6. While you see the symbol cursor, right click to pull up the symbol dialog box. Type **0.6** in the X value.
7. Place the door symbols on a wall.



Secret Doors

Sometimes you don't want to break holes in walls – for example, if you have a secret door, you don't want a telltale hole in the wall.

Right-click **Wall Features** . Click **Wall Features, non-cutting**.

Non-cutting wall features still align to walls, but don't cut a hole in the wall.

Click the Layer indicator. Set the Secret layer current.

Choose a door (an open one looks best) and place it over a wall.

When you hide the secret layer, the door is no longer visible.

Secret Doors

As well as making doors secret, you can also denote that they are locked, and how they open. Move down the catalog to the **S** symbol to find door label symbols. Select these, then insert them at the same point you inserted the door.



One way



Sliding
left/right



Sliding up/down



Locked



Magically locked

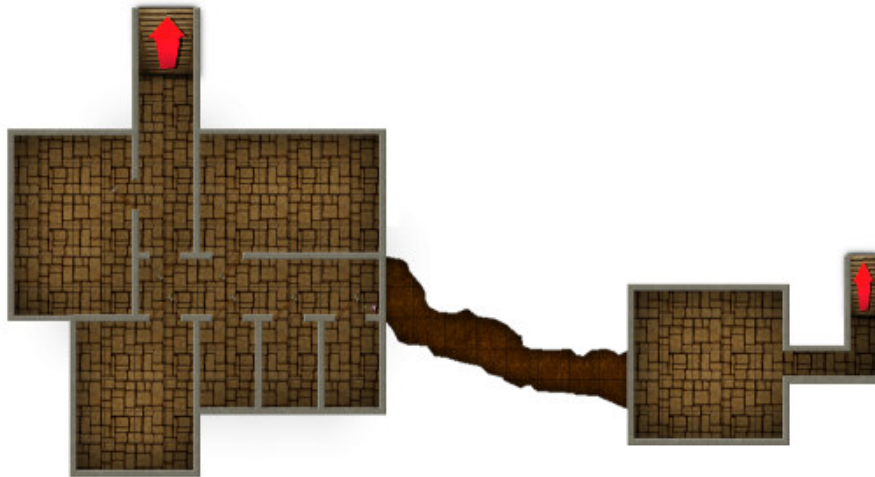


Trapped

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Traps layer

This layer can be used in addition to the SECRET layer. Hide it if you need to. Just because they've discovered the secret door, no need to show them the traps, too.



Non-Wall Symbols


Non-wall symbols **do not align** automatically to walls – you can place them at any angle within a room. **Open** Example06.FCW from CC3's Tutorials\Dungeons folder.

Start filling the rooms with symbols, for example as in given in the steps below. You can view the example with symbols at Example07.FCW in the Tutorial folder.

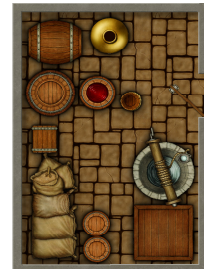
Aligning non-wall Symbols

DD3 provides a way for you to align symbols by setting the symbol angle. Right click when placing a symbol, click Align to Edge then and select on a straight edge to set the symbol angle for future symbols.

8. Cellar contents.


The crates, sacks, urns, barrels, and buckets are in the **Containers and Treasure**  catalog.

The well is in **Elemental and Magic**  catalog.




9. Torture Chamber Contents.



The lab table is in **Furniture** .

The brazier is in **Elemental and Magic**.

The iron maiden and pit are in **Traps** .

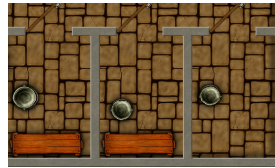
I've also added a **Fire Blast** in front of the stairs, and a **Spring Spear** next to the Torture Chamber.

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10. Cell contents.

The bed is in **Furniture** .

The bucket is in **Containers and Treasure** .



11. Jailor's Room contents

The table and stools are in **Furniture** .

The crate, barrel, bucket, and cauldron are in **Containers and Treasures** .

The sword on the table is in **Weapons** .

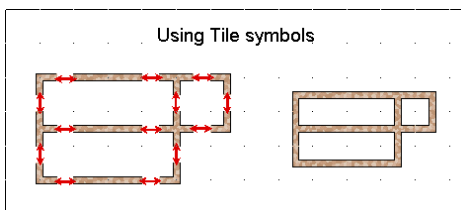
12. Crypt contents.


The coffins and altar are in **Temples and Statues** .

To get the half-size coffin, right-click and set X scale to 0.5.



Special Symbol Types




The Walls catalog . The Walls catalog is used to create boundaries of various kinds including walls, fences and hedges.

Use them just as you would the Dungeon Geomorphs symbols (see page 17)

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Symbol Summary Table

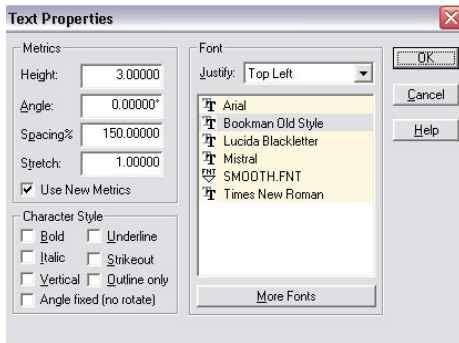
To...	Do...
Select a new symbol catalog, and automatically change the current layer to suit.	Click one of the symbol settings on the DD3 bar: 
Select a new symbol catalog without changing the current layer.	Click Catalog button, and locate the desired symbol catalog.
Change the currently selected symbol.	Click on another symbol in the Catalog Window.
Change the currently selected symbol to one already within the drawing.	Press the Drawing button, and select the desired symbol.
Rotate to N, S, E, or W.	Press the Arrow keys.
Dynamically rotate a symbol by eye.	Hold down CTRL and SHIFT , and move the mouse.
Dynamically scale by eye.	Hold down CTRL , and move the mouse.
Rotate or resize precisely.	Right-click to display the Symbol Parameters dialog box, then type the new settings desired.
Reset symbol scale and rotation to the default.	Right-click to display the Symbol Parameters dialog box, then press the Set Normal button.
Continue placing symbols from the Symbol Parameters dialog box.	Press the More button.
Stop placing symbols.	Click a button menu entry or select another symbol.


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Adding Text and Labels


Of course a good dungeon floorplan needs labeling to explain what all those deadly traps do exactly and what treasure can be found in which room.

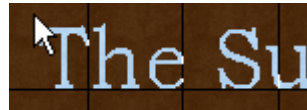
1. Open Example08.FCW from CC3's Examples/Dungeons folder.
2. Before placing any text, make sure that the **current sheet** is actually the TEXT one.
3. Set the current layer to TITLE and the current color to white (Color 15).



4. Click on the **Text Specs** icon . The text properties dialog comes up.
5. Set the **Text Height** to 7.5 and select a **Font** that you want to use on the map. I will use

Bookman Old Style, since it is a generally available Windows® font. Click **OK**.

6. Click on Text  and enter a title for your map.
7. You'll see a cursor with the text attached it. You can change the alignment of the text during placement with certain keys. **L** (left), **R** (Right), and **C** (center) control the horizontal alignment, while **T** (top), **B** (bottom), and **M** (middle) the vertical one. Experiment until you find a good place for the title to go.
8. Now change the current layer to TEXT LABELS.
9. Click **Draw >> Number Labels** in the menu. This will allow you quickly to put consecutive numbers on



Text and Sheets

Unlike most drawing tools and symbols that do the job of selecting the correct sheet for you automatically, text always goes on the current sheet.

Therefore you should always have an eye on the sheet indicator when placing text.

But if someone goes wrong, and you eventually find your text all over the map, don't worry. Simply use **Move to Sheet**, selecting by **Entity Type** "2d Text" to change all text to the correct sheet.

Text Sizes

There are no hard and fast rules how large your text should be, as that depends too much on how you intend to use the map.

But 1/20th of the larger map dimension for the title and 1/50th for any labels are good starting points.

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the map.

10. The command line reads Number [1];, asking for the number to start with. Right-click to accept the default of 1.

11. You will see the “1” floating next to your cursor.



12. Turn **Snap** off ☐ Snap, hold down the **CTRL** key and move the mouse downwards to scale the label to an appropriate size.

13. Press **C** and **M** for set the label's alignment to its center and middle.

14. Place the number close to the room or feature you want to label. Not that it automatically increments to the next number after placing, so continue until you have labeled anything you want.

15. Finish the command with the **ESC** key. Right-clicking will place an extra label directly under the last one you placed.

16. Now click Text ☐ A again. Click the **Multi-line** option. You can now type in a list of your labels with the appropriate descriptors. Again, use CTRL to scale to a fitting, but legible size and align the text to **L**(eft) and **T**(op) (see Example09.FCW for the final result).

☒ **Multi-line**



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The Geomorph Dungeon

DD3 provides a set of **geomorph symbols**, depicting various corridor and room sections that can be plugged together and used in combination with **Add Room** and **Add Corridor**.

The basic geomorph dungeon


1. Click **New** .

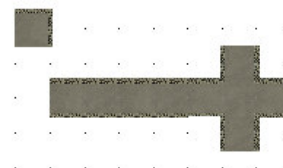
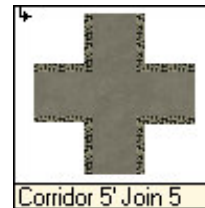
You can see the New Drawing Wizard.

2. Select Dungeons and click Pick a pre-defined Template.
3. Choose 200' x 160' battlemat shaped.fct
4. Click **Zoom In** .
5. Click **Dungeon Geomorph** symbol .

A selection of three Dungeon Geomorph catalogs appears in the preview window. Select the first one. The catalog appears in the Catalog Window.



6. Click on the little plus  in the corner of the second symbol (**Corridor 5' Join 1**) to expand its group.
7. Scroll down until you see the cross intersection (**Corridor 5' Join 5**) and place it into the map.
8. Scroll back up the Catalog Window, expand the first group, and find the symbol **Corridor 5' 3**. Place this next to the crossroads so that the **symbols touch**.
9. Scroll down the catalog, and



Geomorph Symbols

The fact these are symbols means that you won't be able to edit their individual components unless you **Explode** them first.

In addition, while smart symbols will align to geomorph symbols, they will not cut into them unless you explode first.

Please read Exploding Geomorphs on page 19 if you intend to use them.

Symbols Touch

Because the grid snap settings we are using are specifically designed with the dungeon geomorph symbols in mind, placing the corridor section correctly is an easy task.

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locate the symbol **Room 5' Corner 1**. Place this symbol just to the left, and 10' up from the straight corridor piece just added.

Geomorph Tricks

To create an elliptical room, choose a circular room, right click during symbol insertion and set different X and Y scale.

Press the **CTRL** key and move the mouse while inserting the symbol to decrease increase the size of a piece.

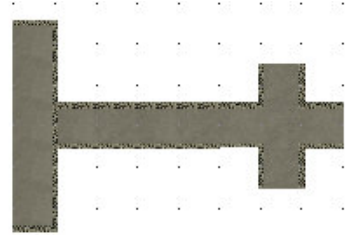
Press the **SHIFT** and **CTRL** key while moving the mouse to change the rotation.

This symbol is to form the first corner of a room.

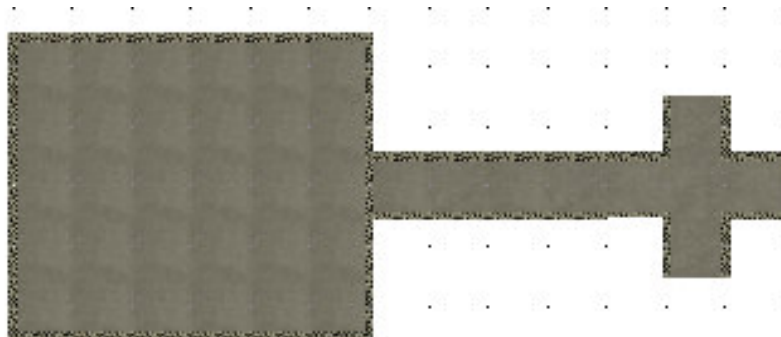
10. Scroll down the catalog, and locate the symbol **Room 5' Edge**.

11. Press the **Left** arrow key

We need a room edge symbol that has a wall to the right so we can put in the easternmost extents of the room. Because the **Room 5' Edge** symbol is drawn so that its wall is to the left, we must rotate the symbol so that the wall is where we need it to be.

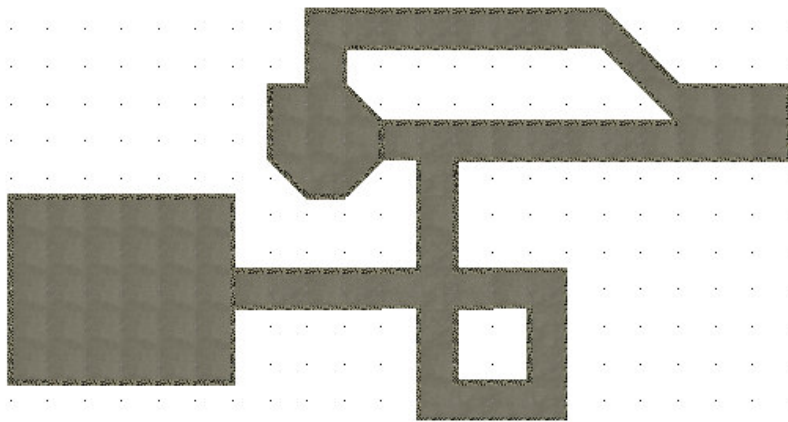


12. Place three of the rotated edge symbols down from the room corner.
13. Find the **Room 5' Corner 1** symbol again. Press the **Down** arrow key to rotate it, and place it at the bottom of the edge symbols just drawn to complete the room's easternmost wall.
14. Using the arrow keys, and the room edge and corner symbols, complete the outer wall of the room.
15. Find the **Room 5' Tile** symbol, and place it several times within the room to fill up the gap.




More geomorph techniques

The basic method of “pick up symbol, rotate as necessary, drop it in place” described above forms the basic principle of geomorph use. If you scroll through the Dungeon Geomorph symbol catalog, you will find various corridor and room shapes that can be used in exactly the same method as we’ve already discussed to add to the dungeon. You can use many **geomorph tricks** to create odd shaped rooms. Try adding some more geomorph pieces to the dungeon - don’t worry if your dungeon does not end up the same as the one shown here!



Exploding Geomorphs

In almost every case, it is best to convert the geomorphs from symbols into their constituent parts. (See the sidebar on page 17) To convert them from symbols into entities, click **Explode** . When they are exploded, they are exactly the same as rooms and corridors.

Explode

To avoid exploding things you do not wish to, remember that CC3’s selection criteria menu is but a right-click away. To make sure you don’t select any rooms or corridors created using the **Add...** tools, use **And, Entity Type, Symbol Reference**.

This can be used to filter out entities that are not symbols (e.g., **Add Room, Add Corridor**, and freehand dungeon sections) when you wish to explode geomorph symbols.

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A Summary of Geomorph Symbols

	5' wide corridors (Symbols in the Catalog Window are scaled to fit the available space. This makes long corridors look thin.)
	5' wide corridor junctions and bends
	5' wide corridor end and room edges Use these to create boundaries for unusual rooms
	5' x 5' fill tiles Use these to fill rooms.
	5' wide stairs (Symbols in the Catalog Window are scaled to fit the available space. This makes long stairs look thin.)
	Corridor 10' to 5' To link corridors of different widths.
	10' wide versions of all the above
	Various Rooms A selection of differently shaped rooms.

Changing a Floorplan's Appearance

You can change the appearance of existing rooms and corridors you have added to your floorplan. For example, you can increase a wall width, or change the floor fill. These examples rely on you being able to select by Layer.


Note that the editing will not work on Geomorph symbols, unless have **Exploded**  them first.

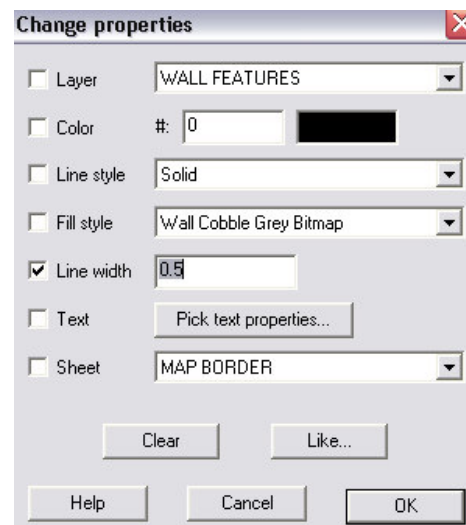
Select by Layer

When you have started an editing command, right click then select Layer to select entities on a particular layer. Right click again and highlight the layer you wish to include.

Changing the Wall Width

This example will provide a template for other changes you need to make. This is to change the wall thickness of all the rooms in a dungeon.

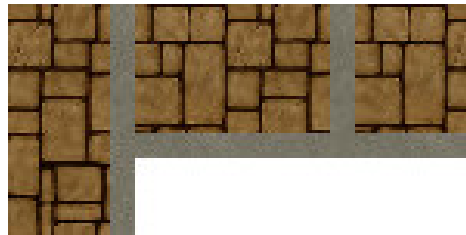
1. If you've added any dungeon symbols already, click the Layers indicator and hide all layers but the BACKGROUND... layers and the WALL layer.
2. Click **Change Properties** . Right-click, and select **Layer**. Right-click to bring up the Layers dialog, and click on WALLS. Right-click, and select **Do It**.
3. Type 0.5 in the field **Line Width** and click **OK**.



The line width of the room's wall will now be 6" (0.5'), the same as all of the other walls in the dungeon.

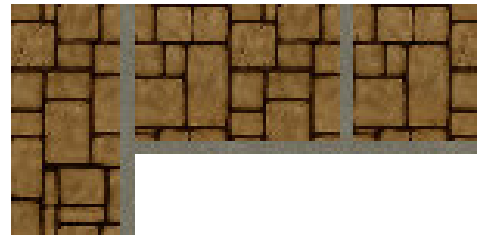
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Before:



See Example10.FCW

After:



See Example11.FCW

De-Select

You can de-select entities quickly and easily by holding down the **CTRL** key and clicking on their edge or drawing a selection window around them.


Alternatively you can select **Not** from the **Combine** sub-menu and then continue selecting entities in the usual way.

Short Cuts


Many quick sub-commands and special features are accessible from the right-click context menus of the toolbar icons.

Try them out!

Changing a Map's Background Fill

To change the background fill style, click **Change Properties** , select the entities to change by layer **BACKGROUND (MAP)**, then **de-select** the entities you do not want to change. Right-click, select **Do It** and select the new fill from the **Fill Style** drop-down box. See Example12.FCW.

Changing a Room's Fill Style

You can also take a **short cut** to the **Change Fill Style** command. Right-click on **Change Properties**  and select **Change Fill Style** from the list of commands.

Select the entities to change by layer **BACKGROUND (FLOOR 1)**, again **de-select** any you want to leave as they are, and right-click to bring up the **Fill Style** dialog, and select a new fill style, from the **Bitmap Files** tab. See Example13.FCW.

Changing the Walls' Fill Style

Try the same with the walls' fill, selecting by the layer **WALLS** and choosing a different bitmap fill. See Example14.FCW.

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Sheets and Effects

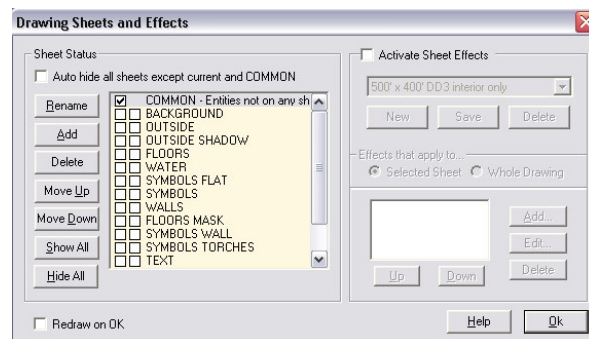
While the drawing a dungeon with the techniques described so far can produce beautiful and useful floorplans, the full potential of Dungeon Designer 3 can only be achieved, if you employ sheets and the effects that can be attached to them. This chapter will give you an introduction to their use and possibilities.

All standard DD3 templates drawing tools are set up with sheets and you have been using them already (see page 8). Here we will focus on the sheet effects.

The following examples will use the map Example12.FCW located in CC3's Tutorials/Dungeons/ folder, but you can draw your own little dungeon based on the 200' x 160' battlemat shaped.fct Template or use the example you have worked on so far, if you prefer.



1. Open Example 15.FCW and you'll see the map as it appears immediately after drawing (see above).
2. Click the **Sheets and Effects** icon . The **Drawing Sheets and Effects** dialog comes up.



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Saved Sheet Effects

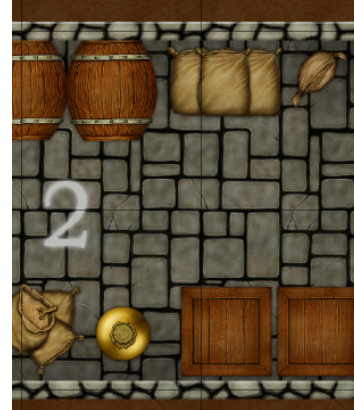
All the sheet effects you have applied to a drawing can be saved as a setting to be used on future maps.

DD3 (and each of the other CC3 add-ons) provides a few pre-constructed sets. You can modify and save these to create your own.

You can browse through the different effect settings available, but keep the default one for this map. It is best suited to a small dungeon floorplan like we have here.

3. Check the **Activate Sheet Effects** box. Note that a set of **saved sheet effects** (500' x 400' DD3 interior only) is already applied to the drawing, which is a setting of the template we used.

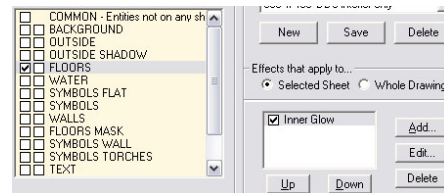
4. Click **OK**, the drawing redraws and you will see changes to the map the effects produce, namely a shadow along the walls, a 3d effect on the walls (a so-called bevel) and a slight glow on the text.



This is all very nice and improves the look of the map considerably, but we can tweak it a little further. Most of the saved effect settings are meant as starting points, because we cannot predict how your own maps will look exactly and what you add to them.

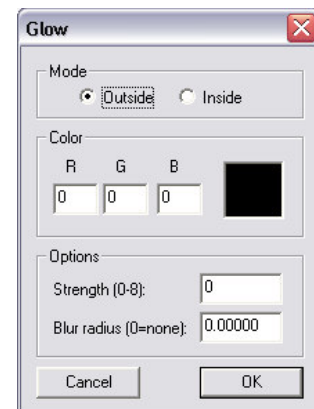
5. Click **Sheets and Effects**  again.

6. Click through the first few sheets after **COMMON**. You'll see that **FLOORS** is the first one that has any effects attached.



7. This **Inner Glow** is the shadow effect along the walls you see in the map. You can change it with the **Edit...** button, but we will leave it for now.

8. Instead will add an outside glow to the floor, so that our underground complex blends a little better into the




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surrounding earth. Click **Add...** and select **Glow**. The **Glow** dialog appears.

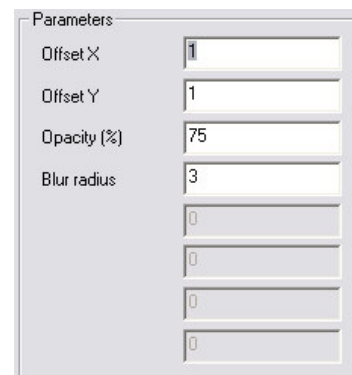
9. Leave the **Mode** at **Outside** and the **Color** at black, but change the **Strength** to 1 and set the **Blur** radius to 3. Close the dialog with **OK**.


10. Also close the **Sheets and Effects** dialog with **OK** and check the map. You can see that we now have a black transition around the floors into the brown background. Note how it particularly improves the appearance of the natural cave walls at the bottom of the map.




11. Open **Sheets and Effect**  again. The next sheet that interests us is **SYMBOLS**. Let's add a **Drop Shadow** to it. Set the parameters as shown on the right and then check the map.

Something is not quite right here. The shadow on the chair (and other furniture) is fine, but the rugs should really not cast a shadow at all.



12. Open **Sheets and Effects**  and hide everything but the **SYMBOLS** sheet. Click **OK**. You'll only see the entities on

that sheet in the map.

13. Right-click the **Sheets and Effects** button  and choose **Move To Sheet**.
14. Select all the symbols that should not have a

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shadow: Rugs, carpets, some traps, glows, etc.
Move them to the sheet **SYMBOLS FLAT**.

SYMBOL sheets

It is often convenient to organize Symbols on a few different sheets, because they need different effects.

SYMBOLS FLAT is already included in all DD3 templates. It has no effects applied to it at all.

You could also easily add a sheet called **SYMBOLS TALL**, with a larger drop shadow effect than the normal **SYMBOLS** one. It would be used for symbols that are taller than the rest and would therefore cast a longer shadow.

If you start all these sheets' names with **SYMBOLS**, DD3's automatic sheet options will not interfere with your own symbol placement.

15. Show all sheets again.

16. Add a little black **Glow** (Strength 0, Blur radius 2) around the doors on the sheet **SYMBOLS WALLS**.



17. Finally, as you may have noticed the white glow around the text does not fit the light gray I have chosen in this example map. To correct this **Edit** the **Glow** effect on the sheet **TEXT** to be black instead of white, change its **Strength** to 1 and the **Blur radius** to 1 also.

Making your text legible and clear is important and sheet effects can go a long way to helping with it. Use strong **Glows** and **Drop Shadows** to make your text stand out. A slight **Blur** softens your text and can substitute for anti-aliasing. Don't overdo it though, or it will simply become blurry and hard to read.


18. Show the whole map with effects turned on to see the result of your effect editing. See Example16.FCW.



A Summary of Selected Sheet Effects

Bevel	Bevel gives an illusion of depth to edges. Use it on walls to give them a slight 3d effect.
Blur	Softens the edges of entities and makes vector entities merge better with bitmap backgrounds. Can be nice on text, but should be used carefully. Should usually not be used on bitmap fills, as it obscures textures.
Drop shadow	Adds a drop shadow behind the sheet's entities, which gives a slight 3d impression. Use on objects that should stand out a little from the background, e.g. furniture.
Glow	Adds a colored, fading glow around objects. Can be set to appear on the outside or inside. Use a dark color to merge objects into the background or a bright one to make them stand out.
Inner Glow	Similar to Glow but works only on the inside. Use for a slightly different effect.
Screen border	Use to limit sheet effects to the actual drawing area.
Transparency	Changes the opacity of the selected sheet. It is useful for slightly transparent areas like water or to make objects fade into the map, e.g. a grid.
Wall Shadow	Creates shadow cast from the objects on the sheets. Since the shadows are on the outside, the effect is mainly useful for walls of surface structures like houses. It can also be used like a drop shadow on symbols for a somewhat different effect.

Hotspot text

This text is CC3's internal commands for the link. If you understand CC3's script language, you can use **Numeric Edit**  to change it. Click the edge of the link box.

You can make your linked maps portable by replacing the text CC3's path with a # character.

The # character means "whatever folder CC3 is running from".

With the # replacing the absolute folder name, it doesn't matter where CC3 is installed on the other system; provided it has an



Tutorials/Dungeons subfolder containing **Summoners**

Cave.FCW, the link will work.

CC3 also uses the \$ character to represent the current folder. If you do link maps together in the same folder, they will automatically be linked using \$ in place of the file's path, meaning that the files will be portable.


Linking Dungeons and Maps

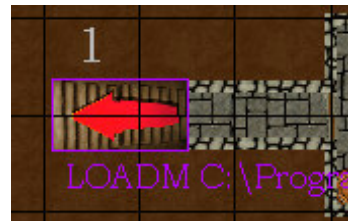
Adding clickable links to your maps takes them from being standalone guides to an interwoven Campaign Atlas. At the site of each link we will add buttons to remind us of the locations where we can click. There is no limit to the number of links a map can have. To use a link, just move the mouse pointer over the link then click.

1. Click CC3 . Open The Island of Muirgh from CC3's Examples/ folder.
2. Zoom in on the lower mid-section of the map. You can see a group of hills labeled "Hills of the Dead".
3. Click the Borders/Political catalog icon . Scroll down the catalog window and place a Pentagram symbol next to the hills.
4. Switch to the sheet **Common**. Set the current drawing color to purple (Color 7) and the current layer to **HYPERLINKS** (add it if necessary).
5. From the **Tools** menu choose **Hyperlinks >> Link with Map**.
4. Click **Summoners Cave** from the Tutorials\Dungeons folder then click **OK**.
The Command Line reads Hotspot window:.
6. Click two corners of a box tightly around the pentagram symbol.
You see a line of hotspot text appear next to a small box.
7. In the **View** menu click **Hide Hyperlinks**. The link text is no longer visible.



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8. Click **Zoom Extents**  then save the map.
9. Open Summoners Cave from the Tutorials\Dungeons folder.
10. Click the layer indicator and set the current layer to **HYPERLINKS**. Set the current color to purple (Color 7) and switch to the sheet MAP BORDER.
11. Zoom to the stairs on the left side of the map.
12. From the **Tools** menu choose **Hyperlinks >> Link with Map**.
13. Navigate to the Examples folder and double-click the Island of Muirgh.FCW file.
14. Draw the hotspot rectangle tightly around the stairs.
15. Hide the Hyperlinks from the View menu and save the map.
You have successfully linked the two maps back and forth.



Linking with Other Files

You can also link areas of your maps with any registered Windows® file type. You can link rooms to their descriptions, for example.

5. Add a suitable link symbol to your map.
6. Click **Tools >> Hyperlinks >> Link with File**.
7. Choose the html document hideout.html from the Tutorial/Dungeon folder.
8. Click two points forming a box around one of the number labels.

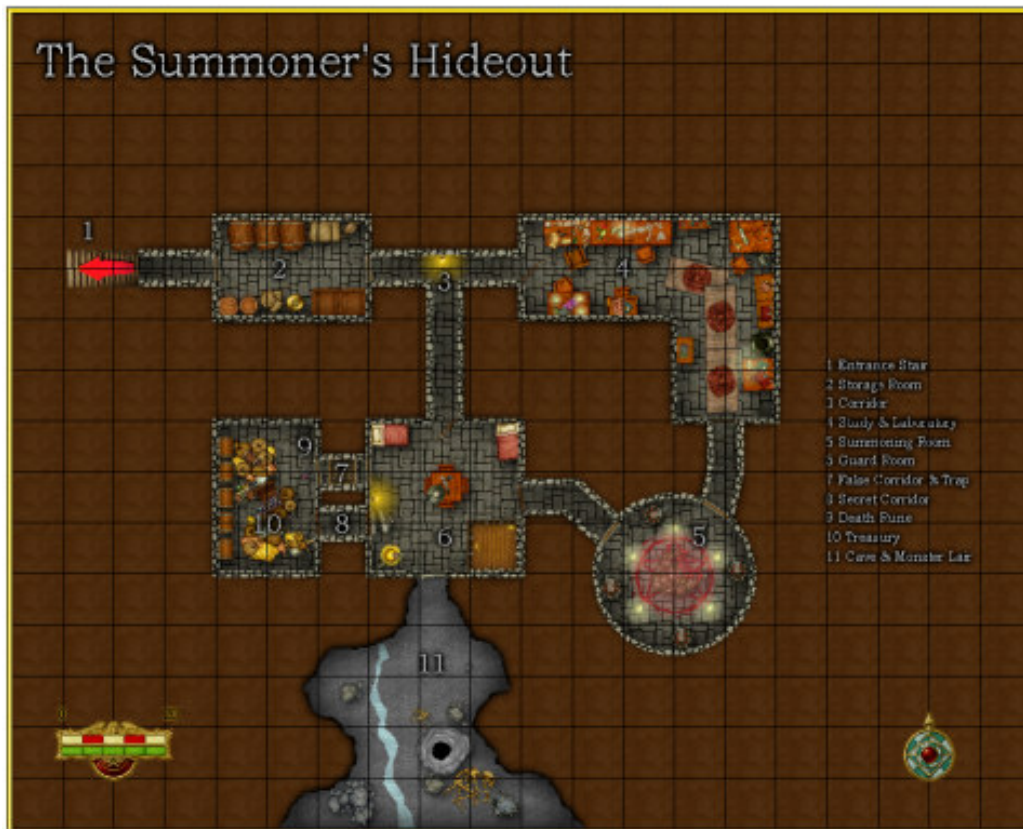


The number is now linked to the html file and clicking on it will bring up your web browser with the file

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loaded.


See Example17.FCW in the Tutorials/Dungeon folder for the map with all room labels linked up.



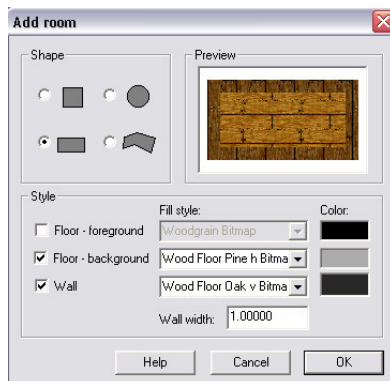
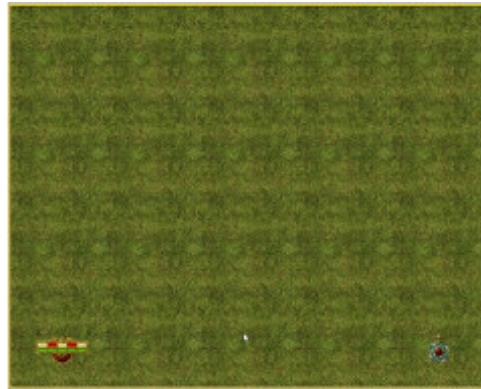
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Outdoor Areas


Outdoor areas often need a few additional considerations, because of the different fill styles they use and the way shadows are cast.

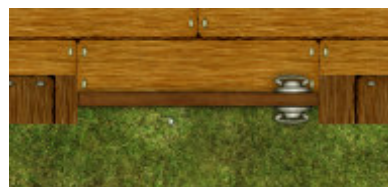
1. Start the template wizard  and select Decide Settings myself. Click **Next**.
2. Select the **Map Style** DD3 Dungeon. Click **Next**.
3. Set the **Dimensions** to 50 x 40 ft. Click **Bottom Left** and select the scale bar at the top of the symbol list. Click Bottom Right and select the first Compass Rose. Click **Next**.

4. Check **Map Background** and select the **Fill Style** Grass Green 2 Bitmap. Click **Finish** and save the map in a location of your choice.



5. Draw a Room on the map, setting **Floor - background** to Wood Floor Pine h Bitmap and the **Wall** to Wood Floor Oak v Bitmap. The room will represent a wooden hut on a forest glade.

6. Click the Wall Feature catalog icon  and use Door Wood symbol to put an entrance into the room wall.



7. Right-Click **Default Terrain** 


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Patchy Areas


All the bitmap fills (and by extension drawing tools) having a “T” in their name contain transparent areas where the fill behind the object will shine through.

These make excellent tools to break up the regularity that can result from tiled bitmap fills or to create a transition from one type of fill to another, e.g. from the dirt path


and use the drawtool Terrain, Dirt Brown3, Straight to draw a path from the hut’s door to the map border.

8. Right-Click **Default Terrain**  again and with the drawtool Terrain, Dirt Brown 4 T, Fractal draw a polygon outlining both the hut and the path, creating a **patchy dirt area** around them. See Example18.FCW in the Tutorial/Dungeons folder.

9. Again, from the **Default Terrain**  tools, choose Terrain, Grass Green 4 T, Fractal and draw a few patches of darker grass along the edges of the map.

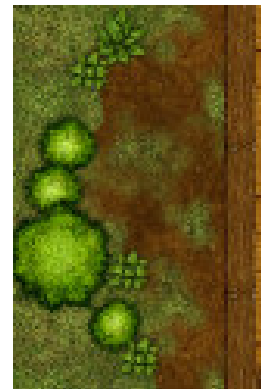
10. From the **Furniture**  catalog, place a few simple symbols in the hut.




11. Click the Open Catalog  button above the catalog window and load the Vegetation.fsc catalog.

12. Add a layer VEGETATION to the drawing and make it the current layer.

13. Scatter a few bushes and scrubs around the hut and the path. Use them to cover some of the more obvious borders between the bitmap fills (i.e. the grass and the dirt).



14. Click the Sheet indicator  and create a new sheet named SYMBOLS TREES. Move it between the sheets SYMBOLS and WALLS and make it current.


15. Place trees around the hut creating a forest edge.

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Don't worry, if your trees extend past the map border, we will fix that later.

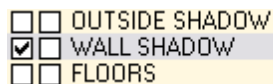
Of course you can further detail the map with more symbols, labels and perhaps a grid, but will leave as is and turn to sheet effects and how they can be applied to out door maps.



16. Click on the **Sheets and Effects**  button and load the effect settings Dungeon CC3 100x100. Clicking OK shows that the results are quite nice, but need some work for the outside areas.

17. Right-click **Sheets and Effects**  and turn **Effects Off**.

18. Create a new sheet called WALL SHADOW and move it below the FLOOR sheet (i.e. just above it in the list).



19. Hide everything but the FLOOR sheet and use **Copy to Sheet** to pit a copy of the hut floor on the new WALL SHADOW sheet.

20. Show only the WALL SHADOW sheet and use **Change Properties** to set the Fill Style of the floor copy to Solid and its color to black (color 0).

21. Open the **Sheet and Effects**  dialog and show all sheets. Activate the sheet effects.

22. Add a 0.1 radius Blur effect to the sheet OUTSIDE, this will further soften the transitions between bitmap fills.

23. Add a Wall Shadow effect with Length 5, Opacity

Working with Effects Off

Because CC3 has to render the results produced by sheet effects for each redraw, they can slow down working with a drawing significantly.

It is usually advisable to turn **Effects Off** while you are working and turn them back on when you need to see the results.

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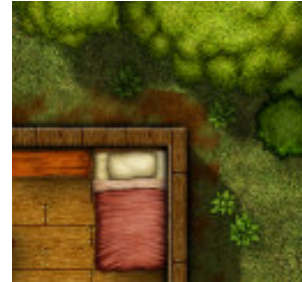
50 and 0.3 Blur radius to the WALL SHADOW sheet.

Planning Ahead

Theoretically you could simply add the wall shadow of the hut to the FLOOR sheet. But in many maps you need wall shadows of different heights or you may have floors that should not cast one.



It is better to create new sheets and make copies of the relevant floors. It simply gives you more control and variety for your shadows.

24. Add a Drop Shadow effect with X and Y Offset at 3.0, Opacity at 50 and 0.5 Blur to the sheet SYMBOLS TREES.




25. Click **OK** and check the current appearance of the map. It looks good, but there is still the matter of trees outside the map border. Turn the **Effects OFF**.

26. Switch to the sheet MAP BORDER and set the current color to white (Color 15) and the current layer to MAP BORDER.

27. Turn on **Snap** and draw two polygons  as shown by the red lines in the image to the right, so that they cover the area outside the map border. Send them to the Back .





28. Use Zoom Window  around the visible area and turn **Effects On** to see the final map. You can load Example19.FCW to see the one I created.



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Printing for Miniatures

One common use of Dungeon Designer 3 maps is serving as a battlemat for miniature figures, be it for combat encounters in role-playing sessions or for skirmish-type games. This chapter will show you how to set up a floorplan for this purpose and how to print it to scale.

1. Open Example20.FCW from the Tutorials/Dungeons folder.
2. Click the **Hex Grid**  button. The Grid dialog comes up.
3. Set the grid options to appropriate values for your game. A 5 feet square grid is a common size. Click **Apply**.
4. Now we will adjust the sheet and effects settings a little for the grid. Click on Sheet and Effects .
5. Hide the TEXT sheet. Usually you don't want the labels printed on the battlemat. If you do, you might want to move the GRID sheet below TEXT so it does not obscure the labels.
6. Activate the sheet effects and add a **Transparency** effect with 50% opacity to the GRID sheet. This will blend the grid a little into the map, for a nicer effect.

The next step is entirely optional. If you have concerns about ink consumption on your printer, there is a convenient method to reduce the amount of ink needed for the map:

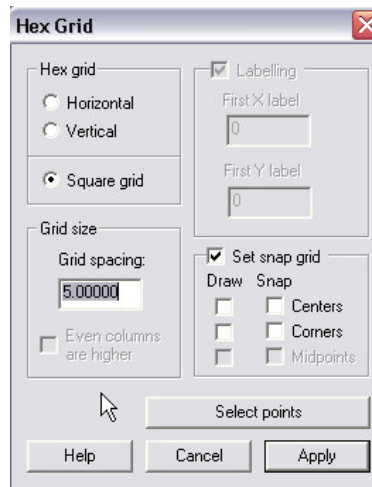
7. Add a **Transparency** effect to the

Ink Consumption

Full color bitmap images can use up a lot of ink when printing at high quality on a normal inkjet printer.

Make sure you print only at high settings when you are doing the final print run. Use black and white, low-detail settings for trial prints.

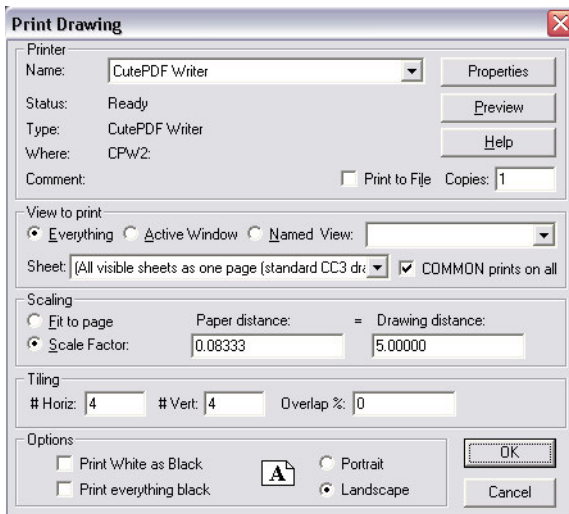
Color laser printers are obviously affected differently, but care should still be taken to preserve their toner cartridge.



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sheet BACKGROUND. The lower the opacity, the less ink your printer will use.

8. It's time to print the floorplan. Click the Print  button.



9. Note how the template we used for this map is already set up to print at the correct scale.

The dialog is set to print **Everything**, independent of the active window.

The **Scaling** is set to a Scale Factor of 0.08333 feet on paper (which is one inch) to 5.0 feet in the drawing. This means on the

printout 1 inch will equal 5 feet, a scale that fits to our grid.

Scale Factor

When you are putting in scale factors for your own maps, you can type in the values in inches and feet, if you use the appropriate characters, e.g. 2" (inch) and 5' (feet).

CC3 will do the conversion to numerical values for you.

At this scale the whole map will not fit on one page of A4 or Letter-sized paper. Therefore **Tiling** is set to 4 sheets horizontally by 4 sheets vertically, meaning the floorplan will be spread across 16 sheets of paper. If you have a larger format printer (e.g. A3), you can reduce the tiling accordingly.

10. Click **Preview** to see how the floorplan prints across the pages.

[As of this writing there is a glitch in the preview function, resulting in duplication of certain entities on screen. Don't worry, it's only the preview, the print will be fine.]

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